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Computer
Club**

January, 1993

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1993

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An Open Letter to ATARI Users

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An Open Letter to Atari Users Regarding the STReport Editorial about Comdex 92

Nathan Potechin,
DMC Publishing,
Toronto, Canada.
Dec. 1, 1992.

Dear Atari Users:

I received a telephone call today from Mr. Mariano. He and his staff have made it clear that they will not discuss last week's STReport editorial "From the Editor's Desk" "Saying it like it is!" in Category 18. As most of you are aware, Category 18 was set up specifically to discuss Rumours, Flames and controversial issues. Since I felt that last week's Editorial was controversial - indeed, disgraceful and personally repugnant - I started a new topic in order to have a place for us to attempt to discern reality from the smoke and mirrors for which STReport is justly infamous.

Sadly, Mr. Mariano and staff have chosen to refuse to respond. Senior Editor Lloyd Pulley even went so far as to say they would only respond to "the public" implying that I don't count, that I have nothing to contribute and that I have nothing to say. Well, I have a thing or two to say alright and I thank you in advance for listening.

It is a rare occasion when anyone dares confront the STReport juggernaut. Most of us simply do not have the hours in the day. As a result, they get away with far too much of what I'd consider inappropriate behaviour. When someone such as myself (let's use myself as an example) dares respond to anything in STReport that might be considered CRITICISM, I get attacked, my credibility gets attacked, my judgment gets attacked, my impartiality gets attacked, my wife gets attacked, the Atari RT's on GENie get attacked, of course Atari gets attacked in passing

(STReport never misses an opportunity as we all know) my friends get attacked and everyone else associated with me gets attacked - especially if they dare to speak out as well.

All that is a given. In spite of that, a few brave souls manage to offer a CONCRETE FACT every now and then, a small glimmer of the TRUTH sparkles briefly and then, just sometimes, some JUSTICE prevails. I'd like to believe that bringing that small particle of TRUTH to light makes all this worthwhile.

Since Mr. Mariano has refused to post in Category 18 (not that he is posting much in Category 24 either) and Lloyd, as predictable as gravity, is doing everything BUT address the issue, please allow me the opportunity to discuss last week's editorial and explain EXACTLY why I took umbrage with it. I wish to remove any possibility of confusion once and for all.

Remember, this is a response to STReport. I am replying to last week's editorial, much of which specifically contradicted posts that I publicly made in the BB during Comdex.

In his editorial Mr. Mariano said:

Here we are a week or so after Comdex and what do we find going on?

People are still discussing the pros and cons of Atari's performance at Comdex. Odd... don't you think? When all one need do is use one's eyes. After all, seeing is believing. There is a strange word, (believe) right in the middle of the word is a (lie)! More smoke and mirrors? Maybe.

And I respond, just as if he had posted in the Bulletin Board rather than from the comfort of his STReport bastion:

I was there. I used my eyes. I posted what I saw.

Am I to conclude that Mr. Mariano was calling me a liar? Doubtful. I believe instead that Mr. Mariano was portraying Atari in the worst possible light as has been the policy of STReport for years already, regardless of the FACTS. The play on the word LIE was juvenile.

Mr. Mariano continued:

Atari's performance at Comdex is indicative of the times. They've managed to disappoint the users and dealers every year since 1987 in

regards to big Christmas Sales seasons. Yet we see no-one trying to make excuses for this obvious marketing blunder.

And I respond:

No way I defend the past performance of Atari Corp. in terms of Marketing or Advertising in North America these past few years.

They have, sadly, not made it easy to be an Atari Dealer or an Atari Developer.

Mr. Mariano went on to say:

Then why, in retrospect, do we find really decent people in the Atari platform try like crazy to "explain away" the rather sedate 'action' at Atari's booth this year?

And I respond:

I can only assume that I am one of the people to which Mr. Mariano refers. The "sedate action" in the Atari booth actually had very little to do with Atari themselves. No one tried "like crazy" to explain away anything.

I did make some FACTS known in my posts based on my own experience at Comdex these past years. I will share them with you again:

The Interface Group are the Show Organizers for Comdex.

Coincidentally, they also OWN the Sands Expo Center. They built it. It was clearly their intention to establish a rival to the main Las Vegas Convention Center. This is the third year it has been in operation. After this year it became obvious that they had, to date, FAILED in their endeavour.

The first year, Atari had a great booth in a great location but there were really no big names or big draws present, (besides themselves) The second year there were a few more NAMES and DRAWS but still the traffic in this hall remained light.

Remember, this was not supposed to be a satellite hall but a second main hall. It is rather large and I was told by one of the Interface Group representatives that they are adding on to it.

This third year in operation they convinced a great many name brand companies of worldwide reknown to exhibit in the Sands. I have mentioned a few names in other posts here. I'll type in a complete list if someone wants to read a who's who. The point is, the traffic should have been

there this year. It was not!

Based on the best information available to Atari last year, when they had to book the space, this year should have seen serious action in the Sands to rival the LVCC. Again it did not.

So Atari made the decision last week to exhibit in the main hall next year. They have given up their large prime location and gone for the guaranteed action instead of the potential action. I am personally and professionally pleased with that decision. I wish hindsight could have worked a year ago. Welcome to real life. The Interface Group has a very real problem on their hands now. They have a great many upset exhibitors. When the LVCC sees upwards of 135,000 people and about 20,000 come through the Sands the entire week, (or some such nonsense) you have to know there is a problem. In my opinion, there simply aren't enough hours in the entire week for a potential attendee to cover it all so they tend to concentrate their time in the LVCC and that's that! No smoke, no mirrors, just some FACTS.

But Mr. Mariano plowed onwards, digging himself a hole:

Granted there may have been a few thousand flyers and brochures handed out, but in the busiest of years this was never looked upon as a solid 'rule of thumb' when gauging booth attendance.

Why all of a sudden do we see all sorts of reaching going on to justify the quiet booth.

And I respond:

I publicly posted, in the Comdex topic set up specifically for that purpose, that to my delight, we went through all the brochures we had brought to Comdex. This was a first for us. I usually have to ship some back or better yet, pass them along to a Dealer that can use them in a mailout or handout to potential customers. I also understood that Atari used up all of their Atari Falcon 030 brochures as well.

Speaking for DMC and Calamus SL, I remind Mr. Mariano that the booth was not as busy as we would have liked. Since he has pointed this out so adamantly, I wonder why it never occurred to him that this meant that we had the opportunity to spend one-on-one quality time with those that did make it over to the Sands.

That is exactly what we did.

Seeing the Kodak Photo CD import driver working in Calamus SL, using the 24 bit

Cybercube Cyrel card to display on the 21" hi-res Mitsubishi monitor is very impressive indeed. We had good, solid questions from serious and interested people that were not aware that Atari had anything of this calibre. (Where have we heard this before.) In other words, DMC took full advantage of every bit of traffic that came into the Sands and through the booth and as usual - we opened some eyes!!

I made NO attempt to justify the action in the booth except to make it clear that the light traffic was prevalent throughout the Sands. I did point out that we went through all those brochures, in fact running out on Thursday, and that they went to people that took the time to look and appreciate what they saw. So, in this particular case, the brochures were indeed an excellent gauge of the action in the booth.

Mr. Mariano went on, digging deeper and deeper:

Biggest question of all, why are there people ever so busy trying to tell the userbase that what was seen was not really what they saw? Sound ridiculous? Sure it does but that's exactly what is going on!

And I respond:

I beg your pardon? I, for one, told the userbase, my friends, my customers and my associates, exactly what I saw. You were not in attendance Mr. Mariano. With all due respect, and I mean that sincerely, the above paragraph is absolute nonsense!

Then Mr. Mariano threw out some more dirt:

Of course, there will always be the buck passing... since 1987, its never been Atari's fault or the fault of the decision makers at Atari for the dregs they've placed themselves in...

This year we are being told it was the Interface Group's fault (they organize and manage Comdex). In particular, the dismal performance at the Atari booth is being blamed on the manner in which the Sands expo center was managed. Right... why is it through the years, its never been acknowledged it could've been the fault of poor management decisions etc..

Take a few of the glaring incidents in the past for example..

The Federated Fiasco, Federated's fault - The ATW failure, "not our design" etc.. - Upgraded Portfolio design, not our design etc.. - Notebook, Pen and Stacy... all accounting for

huge sums of money gone south. Yet none of these things or incidents have ever been attributed to or even hinted at being the responsibility of Atari or its management or lack of it. Nope, in the broadest of terms everybody and his brother has been blamed but never once was the real responsibility ever fixed where it really belongs.

And I respond:

I have already addressed the facts surrounding the Sands Expo Center. They are clear and obvious. Atari is certainly responsible for not being called Microsoft. I cannot argue that at all. Yup, you're right. If they would have only been named Microsoft, they could have exhibited in Reno and still gotten the traffic. The point is, they made mistakes. I do not defend them. They did make mistakes. That's a fact. I've made them too. I hope I learned from mine. Now can we get on with our lives?

And Mr. Mariano finally concluded from his hole deep in the ground:

Now we are told that "Jack is back". To that I say I've been told that a number of times in the past and still.... no real improvement. A typical strong example of strange executive reaction was the statement made by Sam Tramiel about the Forbes Article. A laugh? A joke? It was sad to see that article hit, even for me. Atari has always had a dynamite machine design but alas, its management team well.. that's another story. Now that Comdex is behind us, let's see how long it takes for the damage control smoothies to get started in trying to convince all of us that what we saw really wasn't what we saw at all.

Ralph @ STReport International Online Magazine

And I responded one last time:

Mr. Mariano, Jack is BACK! That's a fact. Atari has always had dynamite machines and that's the truth too. Sam is President. Garry runs North America and seems quite capable. Leonard is currently betwixt and between but certain to appear in some challenging role in the near future. A new head of TOS has been appointed in Sunnyvale and one of these days, if we are real lucky, the Falcon will actually appear on these shores. Isn't life grand.

As a "struggling" Atari Developer, not supported by mail order sales based on free advertising in an online magazine, I have earned the right to be as pessimistic or as optimistic as I choose. I choose to be an optimist because I love my Atari running Calamus SL and I'll stack it up against anything!!

Sincerely
Nathan Potechin
President of DMC Publishing, Inc.
Member of the Independant Association of
Atari Developers

ps; I held this letter, waiting to see what would happen in the next STReport because Lou Rocha dared post publicly in Cat 24 accusing STReport of much of what you read above. Typically and predictably, Mr. Mariano did not post at all while Lloyd did his absolute best smoke and mirror act on Lou and then both Ralph and Lloyd attacked Lou in this weeks issue of STReport. This nonsense must stop. This is a travesty and I, for one, have had enough.

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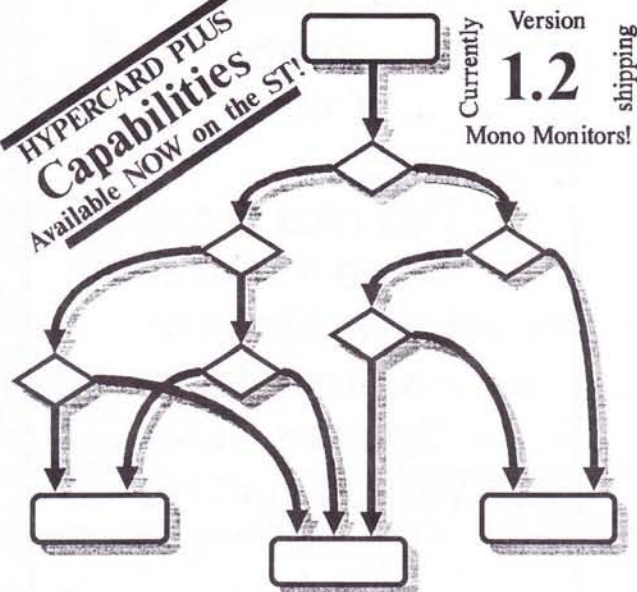
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Pounding on the 8-Bits

Buy your own / Share what you know / 8 bits are plenty

January 1993

Well, here we go into another year. Maybe this will be the year of Atari..... I see a lot of LYNX ads and product in the stores. Even if the Falcon is not in distribution, Atari will sell something this Christmas. The Journal has a new Editor, welcome aboard, Steve! We also have Robbie Bridges out there picking up ads, as well as our old crew muddling along. The Journal should be in good shape for awhile at least. If you missed our Christmas meeting, you missed a good one. And, you missed a chance to win a DeskJet 500C color inkjet printer in our raffle. A \$1 ticket took it home! Congratulations, Claude!

So, what do we have this new year? More IDE drive stuff? OK.... let's do some more!

I picked up another Conner drive to see if the hardware was a problem or if the CP3041 is just a dud. I had tried two CP3041 Conner drives and neither of them worked well (at all, really). This is a good lesson in drive procurement - these CP3041 drives are sold by Conner to COMPAQ for use in the COMPAQ computers. I don't know if COMPAQ requests normal IDE specs or something less, but neither CP3041 would work on the 1200XL. The older drives I tried worked OK and I was afraid that these newer designs were going to be a problem. Not so. I bought a CP30084E (newest Conner 80 megger - \$185 new) and it worked just fine. Suggestion: stay away from OEM drives, stick with the

standard line. In a Conner, 30084E or 30104 or 30174E and like that. It is actually hard to find a 40 meg drive anymore. A CP3000 should be OK, but you pay only \$30 less than a CP30084E!

So, let's get to some code. One of the nice things about an IDE drive is that it will translate whatever logical sector, head and cylinder information you send it into the physical sector, head and cylinder where the data is written. This is what the Atari drives do when you send them a raw sector number in the SIO register at \$30A,B. All we specify is a sector number from 1 to 65536 - the drive divides that number by 18 to find the track and the remainder is the sector on that track. On a hard drive, you also need to divide by the number of heads to select the proper head. All this dividing by odd numbers takes time and code, so what I do is just tell the IDE controller that he has 16 sectors per track and 16 heads. That kind of division is easy - even on an 8-bit! The SIO sector breaks down as: low byte (\$30A), hi nibble (bits 0-3) are the head: low byte, low nibble (bits 4-7) are the sector: high byte (\$30B) is the cylinder (track). Simple, huh? For a demo, I put code at \$680 that reads 16 cylinders of data onto the screen (so I can see it as it is read). That's 16 cylinders of 16 heads with 16 sectors per head, 256 bytes per head - 1048576 bytes. Took 27 seconds to read it all.... that ought to fill up the old ramdisk in a hurry!

see you next month!

```
0100 *=$600
0110 ;
0120 ;      RESETS AND INITIALIZES IDE CONTROLLER
0130 ;
0140 RESET LDA #$06 ;RAISES RESET LINE TO IDE CONTROLLER
0150 STA $D196      ;D19X IS CONTROL REG FOR IDE
0160 JSR WAIT       ;YOU MUST WAIT > 5ms.
0170 LDA #$00       ;DROPS RESET LINE
0180 STA $D196
0190 LDX #$00       ;YOU MUST WAIT A LONG TIME WHILE CONTROLLER
0200 LPW JSR WAIT    ;RUNS DIAGS AND CLEANS OUT REGS
0210 DEX            ;SETS DRIVE TO NATIVE MODE i.e. NO TRANSLATION
0220 BNE LPW
0230 LDA #$10       ;SETS 16 SECTORS/TRACK ($1-$10)
```

```
0240 STA $D1A2      ;D1AX ARE WORKING REGS FOR IDE
0250 LDA #$FA       ;SETS 16 HEADS/CYLINDER ($0-$F)
0260 STA $D1A6
0270 LDA #$91       ;INITIALIZE DRIVE COMMAND
0280 STA $D1A7      ;STORES PARMS IN CONTROLLER
0290 JSR WAIT
0300 RTS            ;NOW IN 16 SECTORS/TRK AND 16 HEADS/CYL
0310 BRK
0320 WAIT LDY #$00  ;WAIT SUBROUTINE
0330 LPO DEY
0340 BNE LPO
0350 RTS
0360 BRK
```



```

0370 ;          LOAD IDE REGS WITH SECTOR, HEAD AND CYLINDER
0380 ;
0390 LDREGS LDA $30A ;USING SIO DATA
0400 AND #$0F      ;SECTOR NUMBER
0410 CLC          ;CAN'T BE ZERO
0420 ADC #$01
0430 STA $D1A3     ;INTO SECTOR REG
0440 LDA $30A      ;NOW DO HEAD #
0450 AND #$F0      ;USE UPPER 4 BITS
0460 LSR A         ;SHIFT
0470 LSR A         ;      THEM
0480 LSR A         ;      ALL
0490 LSR A         ;      OVER
0500 ORA #$A0      ;REQUIRED HIGH NIBBLE
0510 STA $D1A6     ;INTO SDH REG
0520 LDA $30B      ;UPPER BYTE
0530 STA $D1A4     ;INTO CYLINDER LOW REG
0540 RTS
0550 BRK
0560 ;
0570 ;          READ ONE SECTOR INTO SCREEN MEMORY
0580 ;
0590 RDGO LDA #$01  ;SET SECTOR COUNT TO 1
0600 STA $D1A2
0610 LDA #$20      ;READ CMD $20
0620 STA $D1A7     ;INTO COMMAND REG
0630 LDY #$00      ;DATA POINTER
0640 LP2 LDA $D1A7  ;CHECK FOR NOT BUSY
0650 AND #$80      ;(READY FOR XFER)
0660 BNE LP2
0670 RDLP LDA $D1A7 ;TEST DATA REQUEST BIT
0680 AND #$08
0690 BEQ RDLP      ;WAIT FOR DATA REQUEST
0700 LDA $D1A0     ;GET DATA BYTE
0710 STA $9C40,Y   ;STORE IT IN SCREEN AREA
0720 INY          ;INCREMENT DATA POINTER
0730 BNE RDLP      ;DO 256 TIMES
0740 LDA $D1A7     ;CHECK FOR ERROR BIT IN STATUS REG
0750 AND #$01
0760 BNE CMDREJ    ;IF ERROR, BRK
0770 RTS
0780 CMDREJ BRK    ;COMMAND FAILED
0790 ;
0800 ;          READ 1 MEG INTO 1200XL
0810 ;*** ASSEMBLE THIS CODE WITH ED/ASM ***
0820 ;*** GO TO BUG - ENTER G680 TO RESET - G684 TO RUN ***
0830 *=$680
0840 JSR RESET     ;FIRST, RESET IDE
0850 BRK
0860 LDA #$00      ;SET UP SIO SECTOR REGS
0870 STA $30A      ;LOW BYTE
0880 STA $30B      ;AND HIGH BYTE
0890 NXTS JSR LDREGS ;LOAD DATA FROM $30A AND $30B
0900 JSR RDGO      ;DO READ
0910 INC $30A      ;NEXT SECTOR
0920 BNE NXTS      ;256 TIMES
0930 INC $30B      ;NEXT BLOCK
0940 LDA $30B      ;HAVE WE DONE 16 BLOCKS?
0950 CMP #$10
0960 BNE NXTS      ;IF NOT, CONTINUE
0970 BRK          ;DONE - 1 MEG LOADED!

```


OUR 8-BIT DISKS

by Bob Scholar SLCC 8-bit Software Chairman

SLCC1012 - December 1992

General Comments

All DOC files on this disk are in Word processor format (with CRs only at ends of paragraphs).

D.O.M. Summary

This disk has 10 user programs:- 6 Games, and 4 UTILities. The first main feature, with more than half the space, is a sector editor called DISKUTIL (1 & 2) with 16 files, including DOCs. The second feature is REBOUND, a Game by J. D. Casten. Most programs do not have DOCs, other than those below.

Contents - Disk #1012:-

FRONT:-

DISKUTIL1- a sector editor program with 8 working files (including RAMDISK.COM). Load RUNDSKUT.BIN to Run. DOCs are on the back.
AROGUE (& *.FNT)- a classic Graphic dungeon Advent. Game. Originally developed on mainframe computers.
TAXMAN- Game by RASSILON (or Robert Patton) see below for DOC.
QUATRO- strategy Game;- one or two players. See below for DOC.
VECTRON- strategy Game for two, see below for DOC.

BACK:-

DISKUTIL2- B-file group;- DOCs, and a Reader/Printer program, plus FONTS, see DISKUTIL1, above.
CHARLIE (Electric Charlie)- UTILITY for ERROR messages. DOC below.
CLIFF (Cliffhanger)- Game for one, Doc is below.
CHIPCHEK (and DOC)- a TUTORial for checking your computer.
MENU2BIN- UTILITY; update of a 1984 MENU program (SUPER DIRECTORY).
REBOUND- maze chase Game with seven screens. DOC is below.

Program Details

AROGUE.BAS (& AROGUE.FNT) is a treasure hunt Game. Copy it to a new disk. To play, use 1-letter commands

-shown above the current level's map. Each dungeon has hallways and rooms, and stairs. Once down, you can't go back! You can [S]ave & [L]oad games. The game ends when you die, starve, [Q]uit, or find the jewel of Taldra. By Robert Jung, in ANTIC (May 1987).

CHARLIE.EXE (Electric Charlie) is an ERROR message UTILITY for BASIC programming. Transfer it to another disk as AUTORUN.SYS. When you hit [SHIFT] [CONTROL] [ESC] a window pops up and explains the last ERROR. By Patrick Bass- ANTIC 2/87.

CHIPCHEK.BAS (& *.DOC) by David Tipton;- a computer TUTORial/UTILITY from OHAUG (OI' Hackers, 11/1992). The DOC explains it all.

CLIFF.BAS (Cliffhanger) by Heath Lawrence (ANTIC 11/86) is a Game for one player with J/S. You make points by stopping chunks of debris with your Catcher Cage. Look out for the explosive gas bubbles. You lose five points for killing the harmless blue 'GRUDs'. The danger level (shown in the bottom right corner) increases by one each time a chunk hits the cliff- the game ends when it reaches five.

DISKUTIL (1 & 2) is the featured UTILITY (Disk Editor) on this disk. It has 16 files (identified by #). They should be transferred to another disk to make a 'stand alone' UTILITY. The DOCs (side 2) explain how to do this and how to use the program.

MENU2BIN.BAS is also from OHAUG. This UTILITY is a 1985 update of 'Super Directory' by Michael Contino from the 4/84 issue (#47) of COMPUTE! magazine. It's a MENU program with provisions for entering a description (up to 20 char.) for each file, and a name for the disk. BASIC programs can be RUN with a J/S or from the keyboard. It's self explanatory.

QUATRO.BAS (by Jeremy Birn, from ANTIC 2/87):- for 1 or 2; use J/S. Line up 4 pieces in any direction to win. It's self explanatory. HINT:- let the computer compete against itself in various modes. Don't let the bottom display confuse you.

REBOUND.BAS, the featured Game on this month's disk, is by J. D. Casten- from ANTIC 1/87. Its DOC is excerpted from the magazine article.

TAXMAN.BAS by Rassilon (Robert Patton) is a strategy/action Game for 1 player with J/S, from ANTIC- 4/87. It has 5 levels, each displaying piles of dollars, representing a savings account in a Swiss bank. You want to collect the interest from them without getting caught by the IRS auditors. To collect the interest you must cross each stack as many times as the level you're in. The interest per pile, the bonus per cleared account, and the IRS agent's speed increases; but the number of money stacks per account decreases with the level. The game ends when you're caught ten times. You can move in any direction, including diagonally; and you 'wrap around' if you hit the fire button when you're at the edge of the screen. Like most Rassilon games, it's tough but interesting! Read the article for more details.

VECTRON.BAS by Heath Lawrence is played with 2 Joysticks (ANTIC 3/87). Play starts with 50 deflectors (arrows) and two opposing launchers. Each player, in turn, (1) aligns & (2) places a deflector; then (3) places & (4) fires his blaster. The particles change direction when they hit a deflector or blaster. When they hit a containment gutter they roll off the screen and that turn ends. The game ends when all targets are gone. The article has hints on changing some game conditions.

THE TEN COMMANDMENTS FOR C PROGRAMMERS

by Henry Spencer

Thou shalt run lint frequently and study its pronouncements with care, for verily its perception and judgement oft exceed thine.

Thou shalt not follow the NULL pointer, for chaos and madness await thee at its end.

Thou shalt cast all function arguments to the expected type if they are not of that type already, even when thou art convinced that this is unnecessary, lest they take cruel vengeance upon thee when thou least expect it.

If thy header files fail to declare the return types of thy library functions, thou shalt declare them thyself with the most meticulous care, lest grievous harm befall thy program.

Thou shalt check the array bounds of all strings (indeed, all arrays), for surely where thou type "foo" someone someday shall type "supercalifragilisticexpialidocious".

If a function be advertised to return an error code in the event of difficulties, thou shalt check for that code, yea, even though the checks triple the size of thy code and produce aches in thy typing fingers, for if thou thinkest "it cannot happen to me", the gods shall surely punish thee for thy arrogance.

Thou shalt study thy libraries and strive not to re-invent them without cause, that thy code may be short and readable and thy days pleasant and productive.

Thou shalt make thy program's purpose and structure clear to thy fellow man by using the One True Brace Style, even if thou likest it not, for thy creativity is better used in solving problems than in creating beautiful new impediments to understanding.

Thy external identifiers shall be unique in the first six characters, though this harsh discipline be irksome and the years of its necessity stretch before thee seemingly without end, lest thou tear thy hair out and go mad on that fateful day when thou desirest to make thy program run on an old system.

Thou shalt foreswear, renounce, and abjure the vile heresy which claimeth that "All the world's a VAX", and have no commerce with the benighted heathens who cling to this barbarous belief, that the days of thy program may be long even though the days of thy current machine be short.

This little ditty (from Internet?)
courtesy of Jim Redpath 70000,1045...

The Twelve Bugs of Christmas

For the first bug of Christmas, my
manager said to me
See if they can do it again.

For the second bug of Christmas, my
manager said to me
Ask them how they did it and
See if they can do it again.

For the third bug of Christmas, my manager said to me

Try to reproduce it
Ask them how they did it and
See if they can do it again.

For the fourth bug of Christmas, my manager said to me

Run with the debugger
Try to reproduce it
Ask them how they did it and
See if they can do it again.

For the fifth bug of Christmas, my manager said to me

Ask for a dump
Run with the debugger
Try to reproduce it
Ask them how they did it and
See if they can do it again.

For the sixth bug of Christmas, my manager said to me

Reinstall the software
Ask for a dump
Run with the debugger
Try to reproduce it
Ask them how they did it and
See if they can do it again.

For the seventh bug of Christmas, my manager said to me

Say they need an upgrade
Reinstall the software
Ask for a dump
Run with the debugger
Try to reproduce it
Ask them how they did it and
See if they can do it again.

For the eighth bug of Christmas, my manager said to me

Find a way around it
Say they need an upgrade
Reinstall the software
Ask for a dump
Run with the debugger
Try to reproduce it
Ask them how they did it and
See if they can do it again.

For the ninth bug of Christmas, my manager said to me

Blame it on the hardware
Find a way around it
Say they need an upgrade
Reinstall the software
Ask for a dump
Run with the debugger
Try to reproduce it
Ask them how they did it and
See if they can do it again.

For the tenth bug of Christmas, my manager said to me

Change the documentation
Blame it on the hardware
Find a way around it
Say they need an upgrade
Reinstall the software
Ask for a dump
Run with the debugger
Try to reproduce it
Ask them how they did it and
See if they can do it again.

For the eleventh bug of Christmas, my manager said to me

Say it's not supported
Change the documentation
Blame it on the hardware
Find a way around it
Say they need an upgrade
Reinstall the software
Ask for a dump
Run with the debugger
Try to reproduce it
Ask them how they did it and
See if they can do it again.

For the twelfth bug of Christmas, my manager said to me

Tell them it's a feature
Say it's not supported
Change the documentation
Blame it on the hardware
Find a way around it
Say they need an upgrade
Reinstall the software
Ask for a dump
Run with the debugger
Try to reproduce it
Ask them how they did it and
See if they can do it again.

Moran's Minutes

Our holiday meeting was called to order on time by, old punctual Bob Woolley at 8:00 PM. All Officers were present.

To start the meeting with a bang, our finally ex-editor, Jim Hood made a motion seconded by many, as follows. That the club raffle off a Hewlett Packard deskjet 500 or deskjet 500C and reimburse Bob Woolley for their costs. Needless to say the motion carried by a vote of 399 to one.

Other raffle prizes were reviewed including a 1200 baud Atari modem, a telecomm program, some Adobe fonts and many software packages.

After some discussion it was decided that the club should subscribe to the new Atari Classic magazine.

During a short question and answer period it was brought out that Herbs Discount Software has lots of software packages at their economical (cheap) prices.

With all the important business out of the way the meeting was recessed and everybody enjoyed the cake, ice cream and other goodies.

When the meeting resumed Bob Scholar, 8 Bit librarian gave a short report and demo of the November Floppy. The main program this month is Printstar 3, an excellent text printing program written in basic. The other dozen or so programs on the disk are the

usual mix of games and utilities.

To complete the holiday meeting we proceeded to the raffle of the year. Needless to say the raffle was well organized by our loving President. His granddaughter drew the tickets and guess who won the HP 500C printer? Her great Uncle! Who is of course our Presidents brother. What a coincidence! The other big prize the modem went to his other brother Mike Sawley who also won the telecomm software. Needless to say Mike needed these real bad, we will have to hire a tutor to teach him to use them. Oh well - maybe next year.

Happy holidays - Jim Moran

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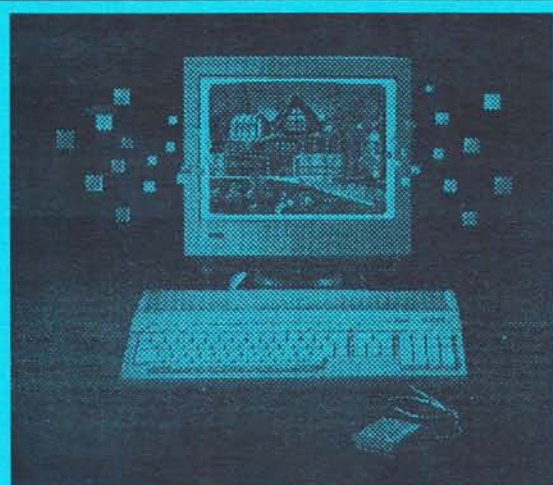
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Calendar - January 1993

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
					1	2
3	4	General Meeting 8:00 PM San Leandro Library	6	7	8	9
10	11 ST SIG 8:00 PM San Leandro Library	12	13	14	15	16
17	18	19	20	21 ST Beginners SIG 7:30 PM	22 Publishing SIG 7:30 PM	23 Journal Deadline
24	25	26	27	28	29	30
31						

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